

Question 1. [5 MARKS]

Read over the definition of this Python function:

```
def c(s):
    """Docstring (almost) omitted."""
    return sum([c(i) for i in s]) if isinstance(s, list) else 1
```

Work out what each function call produces, and write it in the space provided.

1. `c(5)`
1
2. `c([])`
0
3. `c(["one", 2, 3.5])`
3
4. `c(["one", [2, "three"], 4, [5, "six"]])`
6
5. `c(["one", [2, "three"], 4, [5, [5.5, 42], "six"]])`
8

Question 2. [5 MARKS]

Read over the declarations of the three `Exception` classes, the definition of `raiser`, and the supplied code for `notice` below. Then complete the code for `notice`, using only `except` blocks, and perhaps an `else` block.

```
class SpecialException(Exception):
    pass

class ExtraSpecialException(SpecialException):
    pass

class UltraSpecialException(ExtraSpecialException):
    pass

def raiser(s: str) -> None:
    """Raise exceptions based on length of s."""
    if len(s) < 2:
        raise SpecialException
    elif len(s) < 4:
        raise ExtraSpecialException
    elif len(s) < 6:
```

```

        raise UltraSpecialException
else:
    b = 1 / int(s)

def notice(s: str) -> str:
    """Return messages appropriate to raiser(s).

    >>> notice("123456")
'ok'
>>> notice("000000")
'exception'
>>> notice ("12345")
'ultraspecialexception'
>>> notice("123")
'extraspecialexception'
>>> notice("1")
'specialexception'
"""

try:
    raiser(s)
# Write some "except" blocks and perhaps an "else" block
# below that makes notice(...) have the behaviour shown in the docstring above

except UltraSpecialException:
    return 'ultraspecialexception'
except ExtraSpecialException:
    return 'extraspecialexception'
except SpecialException:
    return 'specialexception'
except Exception:
    return 'exception'
else:
    return 'ok'
```

Question 3. [5 MARKS]

Read over the declaration of the class `Tree` and the docstring of the function `two_count`. Then complete the implementation of `two_count`

```

class Tree:
    """Bare-bones Tree ADT"""

    def __init__(self: 'Tree',
                 value: object =None, children: list =None):
```

```

"""Create a node with value and any number of children"""

    self.value = value
    if not children:
        self.children = []
    else:
        self.children = children[:] # quick-n-dirty copy of list

def two_count(t: Tree) -> int:
    """Return number of times 2 occurs as a value in any node of t.

    precondition - t is a non-empty tree with number values

    >>> tn2 = Tree(2, [Tree(4), Tree(4.5), Tree(2), Tree(5.75)])
    >>> tn3 = Tree(3, [Tree(6), Tree(2)])
    >>> tn1 = Tree(1, [tn2, tn3])
    >>> two_count(tn1)
    3
    """
    return (1 if t.value == 2 else 0) + sum([two_count(c) for c in t.children])

```

Question 4. [5 MARKS]

Complete the implementation of `push` in the class `DividingStack`, a subclass of `Stack`. Notice that you may use `push`, `pop`, and `is_empty`, the public operations of `Stack`, but you may not assume anything about `Stack`'s underlying implementation. You may find it useful to know that if `n1` and `n2` are integers, then `n1 % n2 == 0` if and only if `n2` divides `n1` evenly.

```

from csc148stack import Stack
"""
Stack operations:
    pop(): remove and return top item
    push(item): store item on top of stack
    is_empty(): return whether stack is empty.
"""

class DividingStack(Stack):
    """A stack of integers that divide predecessors."""

    def push(self: 'DividingStack', n: int) -> None:
        """Place n on top of self provided it evenly divides its predecessor.
        Otherwise, raise an Exception and leave self as it was before

```

precondition - possibly empty self contains only integers

```
>>> s = DividingStack()
>>> s.push(12)
>>> s.push(4)
>>> # now s.push(3) should raise Exception
"""

if not self.is_empty():
    last = self.pop()
    Stack.push(self, last)
    if not last % n == 0:
        raise Exception('{} does not divide {}'.format(n, last))
Stack.push(self, n)
```